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==(((((((( == Z*NET INTERNATIONAL ATARI ONLINE MAGAZINE
=====(( == -----
=====(( ===== MAY 24, 1991 Issue #91-22
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CONTENTS

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THE EDITORS DESK.....John Nagy
Z*NET NEWSWIRE.....
HYPERLINK CONFERENCE HIGHLIGHTS.....Genie
BLUE RIDGE ATARIFEST.....Press Release
CAPTAIN MIDNIGHT'S GAME ROOM.....Drew Kerr
MIST ATARIFEST III.....Press Release
CIS 9600 BAUD UPDATE.....CompuServe
Z*NET SOFTWARE SHELF.....Ron Berinstein
REVIEWLETS FROM ATARIUSER MAGAZINE.....Quill

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THE EDITORS DESK

by John Nagy

Were proud to present another NON System 7.0 information issue. We do Atari News....and NO ONE does it better, but you knew that.

"Next Fridays News...This Saturday -- Z*Net"

And you can quote me.....

Z*NET NEWSWIRE

START MAGAZINE SALE POSSIBLE

Despite the debt position of START Magazine, Antic Publishing may indeed have a interested buyer according to comments from the staff of the recently discontinued Atari publication. Start may be sold for an undisclosed amount to a buyer outside the USA. Several overseas magazines have been eyeing the US market, including those in Germany and the UK. One of the most popular imported magazines, ST FORMAT of England, is thought by many to be the leading contender in the STart purchase. There are no predictions as to what a new incarnation of STart might look like or be called, but at this time there is some hope for a publication to take up where STart left off. As recently as March 1991, subscribers were solicited for "discount offer" STart renewals at \$80 and up by Antic Publishing. Mail from subscribers moan of three to

six year accumulated subscriptions due to them from SStart, accrued from their ANTIC, START, ST-LOG, and ANALOG subscriptions that had been rolled together, then to be doled out in bi-monthly SStart magazines... and now, who knows?

Z*NET MONTHLY THREATENED BY START FAILURE

Ripples from the SStart magazine closing continue to affect many parts of the Atari community. The latest to fall victim may be Z*Net Monthly, an extension of Z*Net International Atari Online. In production since March, 1989, Z*Net Monthly has served over 40 user groups as a newsletter supplement. The costs of Z*Net Monthly were to be subsidized by proceeds from SStart Magazine's contracted use of Z*Net News material in their own magazine. With an unpaid debt to Z*Net of several thousand dollars, SStart's closing makes it difficult if not impossible for the monthly supplement to continue. Z*Net also appears in AtariUser Magazine, but revenues lost to SStart may cripple the project. No final decision has been made, but the July issue of Z*Net Monthly might well be the last.

PANTHER DROPPED BY ATARI

Word from the game design center in Chicago says that Atari has completely dropped development of the PANTHER game machine. Panther was to have been a new pinnacle in home game units, using the Motorola 68000 CPU much like an ST computer. It was said to be designed to offer remarkable graphics with high-power "object oriented" programming that would make scaling and 3-D viewpoints easy and fast. Panther was also to interface to the Lynx hand-held game units for multi-player action on the home TV. Official reasons are "technical problems", but insiders agree that the most worrisome problem is the "Super Famicom", re-dubbed "Super NES" unit from Nintendo. The Nintendo unit will be commercially available long before Panther could have been, and is certain to capture the high end of the home game market with Nintendo's command of the software industry. Super NES will also use advanced peripherals like a CD ROM and will be compatible with other NES products. Atari staff say that they are now working on "other exciting projects".

ATARI PASSES ON CES

The bi-annual Consumer Electronics Show will be held June 1-4 in Atlanta, Georgia. This conclave of home and entertainment goo-ga's is a mecca for game-machine dealers, but Atari will not appear on the CES floor this summer. A lack of new game products, and the cancellation of the Panther project are likely reasons for the decision to offer an off-site suite for dealers who are seeking Atari product distribution.

MORE ON WORDPERFECT FOR ATARI

Z*Net announced weeks ago that WordPerfect was going to end its Atari support after a cancellation of a major order by Atari Germany. The story continues to develop. The German order was for version 5.1 of WordPerfect, which is not yet completed and may now never be. WordPerfect programmers had prepared the code and had grafted major parts of the NeXT computer version of 5.1 into what was to be the Atari version. Full FSM GDOS management and compatibility was also integrated, making the Atari WordPerfect 5.1 perhaps the most advanced version that would have been available on any platform. However, after Atari Germany canceled their advance order of 10-15,000 units under pressure of German developers, WP contacted Atari in Sunnyvale. Reports

vary somewhat, but the result of that talk seems to be that Atari Corp will not at this time back WordPerfect by assuring a minimum order. It is said that Atari cold-shouldered WP, saying that "we have our own FSM GDOS document processor, called WORDUP!, and we don't need to be funding the competition." WP has left the matter open-ended, and does plan to continue the periodic bug-fixes and minor tweaks of the 4.1 version that is available for the Atari. Some Atari officials are working to reverse the situation and persuade all parties to take whatever measures needed to assure production of WordPerfect 5.1 for the Atari. Letters to Atari and WordPerfect might help. Atari Corp, attention Bill Rehbock, 1196 Borregas Ave, Sunnyvale, CA 94088. WordPerfect Corp, 1555 N. Technology Way, Orem, UT 84057.

KIDPRGS BUNDLE FOR SCHOOLS

D.A. Brumleve, developer of Kidprgs, now offers a hardware/software bundle designed for children attending a preschool, day care center, at-risk program, or Kindergarten - Grade 1. The package includes a 1040STe, 11 programs and disk-box, mouse, and mousepad. Used with a color monitor or tv, the package provides a complete computer center for a school program aimed at kids ages 2-7. Brumleve presented the package at the Midwest Association for the Education of Young Children conference in Des Moines, April 18-20, and was well-received. Programs included with the package include PD and commercial offerings which have been specially modified to suit the needs of a classroom setting. Interested teachers/directors should contact Dorothy Brumleve at 217-337-1937.

TIMEPAC-5 NOW AVAILABLE

A professional time and expense management software package for the Atari Portfolio is now available from ONLine Technologies. The \$125 ROM card offers menu-driven entry of client job information, and will prevent lost billable hours due to the convenience of recording the information wherever and whenever it occurs. ONLine Technologies Inc, 23715 Mercantile Road #203, Beachwood, OH 44122, 216-831-6160.

PAGESTREAM 2.1 AT THE DOOR

Soft-Logik is now mailing upgrade notices to registered owners of Pagestream for the Atari. The new version, 2.1, is about ready for shipping. Using hinted Compugraphic fonts OR Adobe Type 1 IBM format (without hints to non Postscript printers), Pagestream 2.1 displays these outline fonts on the screen plus prints them out to laser, dot matrix, inkjet, non-postscript and PostScript printers. Color separation features are enhanced, allowing manipulation of eve 24 bit color images. PageStream 2.1 retails for \$299.95. Registered owners of previous versions of PageStream can upgrade for a limited time for \$75.00. Registered owners of Publishing Partner can upgrade for \$175.00. Soft-Logik, 314-894-8608

\$10,000 COMPUTER CONTEST FOR DISABILITIES SOLUTIONS

Johns Hopkins University is sponsoring a "National Search for Computing Applications to Assist Persons with Disabilities". Devices and software of any kind that assist the nation's 25 million persons with physical or learning disabilities are eligible as entries. First prize in the competition is \$10,000, with over 100 additional prizes to be offered. The program is made possible by grants from the National Science Foundation and MCI Communications Corporation. In conjunction with the

contest, a national effort including workshops and television events are expected to bring the cause to persons of every walk of life. Science Museums across the country will hold exhibitions in December 1991 where regional winners will be selected. The top 30 regional winners will go to be exhibited at the Smithsonian Institution in Washington D.C., where the 10 National Winners will be selected and honored. The eligible solutions can be on or for any type of computer, from the smallest to the largest, and need not even be electronic in nature. A cheap and easy to use device that helps a sight-impaired person to read the screen might be optical or mechanical, for example. Louis Biggie, National Search Coordinator, contacted Z*Net because he is a believer in the ingenuity of Atari owners. He expects that a number of entries will come designed for use on or with Atari Portfolio, ST, or 8-bit computers. A similar search conducted 10 years ago resulted in 8,000 participants and a wide variety of solutions for the handicapped, including a reading and a writing machine for the blind, adaptive firmware for Apple II applications, and lots more. The competition is open to US residents, and the entry deadline is August 23, 1991. Get an entry flier from: CAPD, P.O. Box 1200, Laurel, MD 20723. All invention rights remain with the contestant.

APPLE CONSOLIDATES OVER NEXT 12 MONTHS

Apple announced this week that it will restructure parts of the company over the next 12 months to reduce operating expenses. The restructuring will include a 10 percent workforce reduction, relocating and consolidating some functions and reducing management levels in order to reduce expenses. Apple's current workforce is approximately 15,600 people, including contractors. In a related story, The San Francisco Chronicle reported last Friday that Apple is considering up to 2,000 layoffs, or nearly 13 percent of the company's workers. Also, executives quoted by the Wall Street Journal said the company is considering dismissing at least 1,000 workers as part of an effort to reduce operating expenses by \$400 million. An Apple spokesman would not confirm or deny this report.

NEW 68040 COMPUTER

Motorola has introduced the MVME167, a new single board computer based on Motorola's MC68040 microprocessor. This new computer board has all of the processor, memory and communications capabilities of a UNIX computer on a single VME board, requiring only a power source, peripheral devices and enclosure. The \$3,995 MVME167 achieves 20 million instructions per second performance at 25MHz.

SAFARI FONTS DISK - Press Release

Computer Safari Proudly announces Safari Fonts Disk #6 (formerly Soft-Logik #6). Now #6 is completely updated with fonts for PageStream 1.82 and 2.1! Also includes files for Calamus, Calamus Outline, and IBM Type 1! Safari Fonts #6 contains 3 display fonts. Fab Fifties, STENCIL CAPS (upper case) and SPEAK EASY (upper case). Character sets have been completely re-designed to follow the conventions of Adobe Type 1 fonts. The results are tighter, more precision, higher quality print-outs. Curves are smooth and symmetrical. Kerning pairs adjust letter spacing to keep all characters as close together as possible. Early fonts had few or none. Safari Fonts #6 (PageStream and Type 1) have been meticulously adjusted to produce some of the best looking print-outs ever! Fab Fifties has over 1200 pairs! The Type 1 fonts contain "Hints" or instructions to improve the print-out quality. Postscript

lasers use "hints" to create 12 point or smaller text. PageStream 2.1 allows type 1 fonts to work with any printer. At the present time, Safari Fonts #6 is only available as an upgrade. Send \$12 plus your original Soft-Logik Disk #6, or Pierstorff More! Fonts #1. Available in Amiga or Atari Disk formats. Calamus files are on the Atari ST versions only. We have lots of fonts for PageStream and Calamus! Contact us for our catalog! Safari Fonts #6 is produced under license to PCG/Megatype. Computer Safari, 606 W. Cross St., Woodland, CA 95695, Phone/FAX (916) 666-1813, GENIE J.PIERSTORFF

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HYPERLINK CONFERENCE HIGHLIGHTS

Edited by Ron Kovacs

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<[Vince-Cubed] VINCE.A> George and Dave are here from JMG Software tonite to talk about their new product(s).

<[George&David] JMGSOFT> Okey, here's an attempt to upload our opening statement.... Welcome to the HyperLINK Conference... Thanks for coming. The company is JMG Software, and on this side of the phone line it's George Geczy (the programmer & bottle washer) and David Thompson (Marketing, administration, other junk like the (gosh!) manual). The product is of course HyperLINK, a multi-media object based application generator (wow!), (sort of like Hypercard on the Mac for those of you who didn't understand that description). We are here tonight to talk about HyperLINK and answer any questions you may have on it. We think it's the greatest thing since sliced bread. Well, so so on the upload. ask away anyways...

<R.MONFORT1> I have a question about the TT use for Hyperlink. What graphic format can we use?

<[George&David] JMGSOFT> At the moment HyperLINK supports only IMG format directly. on the TT

<R.MONFORT1> Please give a sample of a Hyperlink application. I have a TT.

<[George&David] JMGSOFT> Well, sample HyperLINK apps can vary widely... unfortunately, we were not able to get the demo on line here before this conference, but to give an example of what we have cooking. In the demo we have two sample apps... one is a baseball card application, where we have the data on a player (ie in a dbase database), linked to a scanned image of the card, and also linked to a text file giving more details on the player.

As a second example, we have a Europe-map demo. The main screen is a map of Europe, and you can click on a country to get a database screen about that country, and then you can click on icons to either 1) show a picture of their flag, 2) play their anthem, or 3) show a text file.

<[Ken] SFRT-ASST> First off, you mention DBase III. Does that mean that any book on DBase will help with programming the database part of

HyperLINK? Second, do you have DeskJet 500 support? And third, I would like to compare two files (GENie Addresses) and place the names that are different into a third file. Will HyperLINK allow me to do that? And last, how easy is it to input data into a HyperLINK application?

<[George&David] JMGSOFT> First, No. Second, No. Third, No. to explain in more detail...

First, HyperLINK uses dbase data files, not command programs. The scripting language in HyperLINK (which is actually not in the first release in a "real" way, but will be very shortly) has some dbase commands as part of it, but it is based on a much different type of language (psst... Hypertalk... but don't tell apple!)

So, only dbase data files are directly transferrable. Second point, HyperLINK will only support graphics printers through GDOS. (don't all boo at once!). This support (ie graphics printing) will be showing up in a month or so, as soon as I play with FSMGDOS. Third, I don't know.. let me think about it.

Last point... It is VERY easy to input data into a hyperlink application (hap, we call 'em) Bascially, just create the layout of the database (in the "builder"provided) on the screen, save it, and presto! start inputting data.

<A.CHESELEY> You stated that Hyperlink is an object oriented system. This implies that the "objects" are in some way intellegent, that is they "know" what they can do. Is that intelligence based in the data or in drivers for each media?

<[George&David] JMGSOFT> Well, we're working that way. It would be another year before HyperLINK would be release if that got fully implemented first time around. But, the capability is built into HyperLINK. For now, most of the onus of object "capabilities" (ie "code", etc) is defined by a combination of two things: 1)user settings on the app building, and 2) defaults assumed by HyperLINK. The user settings can be quite powerful, but confusing.

<A.CHESELEY> That is, is the "code" that controls the way the data is handled/displayed part of the data file or is there a separate driver that handles it? Also, will you be releasing info on "handles" that allow new "objects" to be integrated into the Hyperlink system as they are invented or will you be keeping that info as part of your additional "value-added" to the basic system.

<[George&David] JMGSOFT> At present, new objects are defined by their controlling "modules" (ie sub-programs) that the user can load in. For instance, basic HyperLINK comes with modules for database, text, graphics, sound, animation (page-flipping), and maybe a hokey speech module soon.

In the future, we'll release MIDI, CD-ROM, and others. As well, we'll be releasing the info on how to program (ie in C) your own modules for HyperLINK to support your own objects. These will integrate seamlessly into the whole object system. PS - we may also release some "specialty" modules,for which we'll charge a bit (not much!).

<[Z-Net] T.SCHREIBER1> I have two questions - first is the database able to be constructed so it can be in read only format? That is that data can be accessed but not changed?

<[George&David] JMGSOFT> It's possible to make the files "Read Only" but there will be better support for this in the future.

<[Z-Net] T.SCHREIBER1> Secondly - will communications support be built in or supported for access by modem?

<[George&David] JMGSOFT> That might be one of the future modules we develop or that a third party may develop. For now there wasn't much reason for it. HOWEVER... Network support! That's another story!

<DRAFTERY> Does hyperlink have a runtime module which will allow us to distribute our applications?

<[George&David] JMGSOFT>> Ah, the infamous "run time module" question! Well, yes, there will be a "Run-only" version, but unfortunately there will not be a "run-time" generator. The reason for this is due to the mish-mash of modules etc required to run most apps; it's just very difficult to make a "compiler" type thing.

<T.OSBORNE> I have a question about random event generation for modeling is that support by the Language in HyperLINK? Also, what are the system requirements, and availability of the Hyperlink package?

<[George&David] JMGSOFT> When the full scripting language is released next month, it will contain commands related to random number generation, etc, that could be used that way.

<[Vince-Cubed] VINCE.A> Also, what is the price of the package?

<[George&David] JMGSOFT> HyperLINK is currently available only directly, at a special intro price of \$99 US. When the price goes up to \$149 middle of next month, three things will change:

- 1) Dealers will carry it (distributors too, of course.
- 2) "missing" pieces like scripting, report generator, etc will be there
- 3) the manual will be better.

All intro purchasers will receive free upgrades for at least 90 days, including manual updates.

<[Vince-Cubed] VINCE.A> Any closing comments?

<[George&David] JMGSOFT> Just to say keep an eye open for the demos/info we'll be uploading soon, and don't forget to take a look if you're visiting the Vancouver show, and the intro special expires right after vancouver... Any questions or requests for info can be directed to our GE mail address, JMGSOFT. we will be preparing some mail-out brochures as well.

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BLUE RIDGE ATARIFEST

Press Release

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The Blue Ridge Atari Computer Enthusiasts (BRACE) invite you to our 2nd Annual Blue Ridge AtariFest. THE BIGGEST LITTLE ATARIFEST IN THE SOUTHEAST, Confirmed exhibitors:

Atari Corp. (Mgr of User Group Services)	Bob Brodie
Double Click Software	Mike Vederman
Dragon Studio - MIDI demo	Mike Cloninger
GEnie ST Roundtable SysOp	Darlah Pine
Goldleaf Publishing	
ICD Inc	Jeffrey Williams
ISD Marketing (Calumus, DynaCADD, etc.)	
and Pres. of the IAAD	Nathan Potechin
KAUG; MIDI demo	Eric White
KAUG	Mary Pinckard
kidprgs	D.A. Brumleve
K5/K5M voice librarian demo	Dr. Timothy Brumleve
ST-Report	Ralph Mariano
Willard Productions (DeskTop Video)	Clifton Willard

Tentative exhibitors:

Step Ahead Software (Tracker ST) Nevin Shalit

Seminars:

D.A. Brumleve Topic and time being verified

We would like for anyone interested to add his or her name to the list above in putting on a demo of what you do best with the Atari computer. (Word processing, Desktop publishing, games, graphics, etc.). Developers, individuals and user groups are welcome to reserve a booth space -- cost is FREE!

Where: Westgate Shopping Center - Asheville, N.C.

Take any major highway into Asheville (US 19-23, US 26 or I-40) to the I-240 loop, then take the "Westgate/Hilton Inn Drive exit" into the Westgate Shopping Center parking lot.

When: 20 July 1991
Time: 12:00 to 6:00+

Points of contact:

Van Estes, BRACE Pres.	Clifford E. Allen, V.Pres.
704-685-8358	GEnie: C.Allen17
	704-258-3758

Sheldon Winick
GEnie: S.WINICK
Computer STudio 704-251-0201

Come for the day or come for the weekend, but do come and enjoy yourself.

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CAPTAIN MIDNIGHT'S GAME ROOM

by Drew Reid Kerr

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Editors Note: Comments for Drew can be sent email via GENie at D.KERR1

Suddenly, it's 2am, and you're desperately trying to convert your smog ridden SimCity town into a full-fledged city. Whoah, I've got to get to work tomorrow, you tell yourself... but I'll just add a few more residential zones and see what happens....Another half hour passes... an earthquake hit and suddenly it's a scramble for the fire departments. outside, you hear the birds chirping... now you don't need your night light.... You stumble into the bathroom, look into the mirror and mutter, "Oh God, just grow up!"

Every month, we're going to dish the dirt on Atari ST entertainment. Needless to say, if you go to your local computer stores, you'll be lucky to find more than half a dozen titles. But due to the marvels of international shipping and mail order, the hottest European games are accessible everywhere, so no excuses!

STE ALERT!!

Some games have been coming to my attention that are incompatible with the STE, so beware before you purchase: Populous (Electronic Arts), F-29 Retaliator (Electronic Arts/Ocean), Puzznic (Ocean), and Stunt Car Driver (Microstyle).

SIMCITY UPDATE

If you don't know by now, the U.S. version of SimCity has a virus and should be mailed back to Maxis as soon as possible for clean copies!

If you're looking for some PD additions for SC, go to the software libraries and check out TERRAFORM.ARC and SIMCTOT.ARC. One of a combination budget cheater/terrain editor while the other helps you count zones so you can carefully monitor the growth of your city. In the new issue of SStart, there's a good desktop accessory cheat that acts as a "loan provider" and will add some dough to your coffers.

There are now two guidebooks for SC on the market -- "The SimCity Planning Commission Handbook" by Johnny L. Wilson (\$14.95, McGraw-Hill) and "Master SimCity/SimEarth" by Dan Derrick and Dennis Derrick (\$19.95, SAMS). Unless you have a third grade reading level, the book to purchase is Wilson's -- it's intelligent, explains many planning theories in depth and the computer mechanisms that create an urban environment. I learned almost nothing from the Derrick book and it was pretty silly.

GAMES TICKER

The best package to arrive from Europe in months is the new one combining SimCity and Populous for one inexpensive price! Check out these two masterpieces... Still awaiting SimCity Architecture Disks, which are already out for the PC. Like the Populous Data Disks, you can create cities in Ancient Rome or the far-out future... Also delayed but should be out any day now is Midwinter II: Flames Of Freedom, a sequel to last year's fabulous strategy/adventure game... Lemmings (Psygnosis) took Best Computer Game honors at the European Computer Leisure Awards in London...Vektor Graphics (Fighter Bomber) is programming a space shuttle simulator for Virgin for late 1991 release... By the time you read this, the Bitmap Brothers' Gods will be out....

POWERMONGER SECRETS

Here are some tips about one of the year's best games, hands down:

- o Don't kill all the sheep or something very strange happens.
- o Enlist a shephard with sheep into your army as a portable food source.
- o For an invincible army, gather 10 people with boats, bows and arrows and attack from the water.
- o To speed up building a cannon or catapult, make your Captain aggressive before clicking on the town and then click Invent. After 10 seconds, click on the Invent icon again and then on the town.
- o Try chopping down all the trees in the world for a strange consequence.

TEAM YANKEE (EMPIRE) VS. M1 TANK PLATOON (MICROPROSE)

Two tank simulators vying for your attention and bucks. They're very different, so I'll explain what I like about them and you decide:

M1 TANK

Like all Microprose product, this comes with a "War And Peace" - style manual that not only explains this very detailed simulation, but is virtually a primer on tanks, period. It'll probably take you a few go's through the book to finally comprehend what the gist is and then you're off to artillery practice!

As opposed to Team Yankee, you can only see one tank's view at a time. The graphics are slightly chunky but very good. Sound is about as good as it gets -- a lot of white noise explosions. Although I am a big fan of Microprose (Red Storm Rising, F-19 Stealth Fighter and Gunship are three of the all-time best simulations), I find M1 slower going than the others. I think the realistic detail for a tank simulation makes it denser to get into. Tanks are slow-moving beasts as it is, so patience is definitely required. For tank/Microprose fanatics only.

TEAM Y

Created by the Brits and based on Harold Coyle's bestseller about one American tank platoon during a war with the Russians. The game attempts to actually simulate incidents and battles in the book (all described in the manual).

The TY approach is considerably lighter than M1 and the guidebook is understandably breezier. You get four tank views at once, giving you a little more of a "platoon" concept. TY is easy on the tank's mechanical details, which makes for better gameplay. The practice range is logically thought-out with a parade of opposing vehicles to kick off the

activities. The game's most noticeable drawback is the relatively small amount of missions, especially compared to M1. TY is definitely the mainstream choice.

**

Drop me a line through GENie at D.KERR1 and let me know: what are you playing now? What games have been bombs for you? If you have one of the tank simulations, what do you think? Any Powermonger, Red Storm Rising or F-19 tips you want to share?

ABSOLUTELY WORTH YOUR WHILE: Speedball 2, Night Shift, Lemmings, Captive, B.A.T., UMS II, Tower of Babel.

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MIST ATARIFEST III

Press Release

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Saturday July 27th, Indianapolis, Indiana

Bob Brodie has CONFIRMED his attendance for the Third Annual AtariFest!! Thanks, Bob!!

For a third year, an AtariFest is planned at Indianapolis, Indiana on Saturday, July 27th, sponsored jointly by the user groups at Indianapolis, Bloomington and Purdue known as MIST (Mid-Indiana ST). The show was formerly titled the MIST SwapFest, and took place in Nashville, Indiana.

Past shows have seen folks like D.A.Brumleve, SKWare One, AIM, MS Designs, Computer Works, Cal Com, One Stop, T&H, and others. Last year's show was quite successful, and this year looks like it'll be even better! D.A.Brumleve, AIM, Compuserve, Clear Thinking, MS Designs and others have committed to attend this year. We have tentatively lined up ISD, and are working hard on other developers.

MIST AtariFest III will be held at the Castleton Mall Conference Center on the north side of Indianapolis. The address is: 6385 Castleplace Drive, Indianapolis, In. 46250-1902. There will be specific directions in a later posting. Public admission to the 'Fest will be \$3.00, and will include a raffle ticket. We will be raffling hardware from Atari Corp, and software from attending vendors and developers. Additional raffle tickets will be available for purchase.

Our location this year provides us with two rooms, with a total of nearly 4000 square feet. Tables for vendors will be approx. 3'x6', with power provided, although you should bring your own power strips. The tables will sell to vendors and developers for \$50.00 for the first table, and \$25.00 for each additional table.

Anyone interested in attending or reserving vendor/developer tables should contact MIST by one of the below methods:

Leave mail on GENie to W.LORING1, or D.WARD10

Call the BL.A.ST BBS at (812)332-0573 2400bps, 24 hours. Write us at BL.A.ST, PO Box 1111, Bloomington, IN. 47402

Call William Loring at (812)336-8103, or Dan Ward at (317)254-0031

Vendor packets are available. If you didn't receive one in the first mailing, PLEASE let us know! We want you to attend our show!

Brought to you by MIST (Mid-Indiana ST). We are ASCII (Atari St Computers In Indianapolis), BL.A.ST (Bloomington Atari ST), and PAUG (Purdue Atari User Group).

Thanks for your interest, and we'll see you at the 'Fest!!

Sincerely, William Loring, President of BL.A.ST

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CIS 9600 UPDATE

Ctsy CompuServe

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Following is an updated listing of CompuServe Local Access Nodes for V.32 9600 baud modems.

CIS 9600 baud is billed at \$22.50 per hour. GO RATES for further information.

Dates in parentheses indicate "effective date" for new nodes.

City	State	Net	AC	Access #
-----	-----	-----	-----	-----
Atlanta	GA	CS	404	841-0578
Baltimore	MD	CS	301	337-0026
Cambridge	MA	CS	617	661-7071
Charlotte	NC	CS	704	358-8991
Cherry Hill	NJ	CS	609	667-8865 (5/23)
Chicago	IL	CS	312	201-0711
Chicago	IL	CS	312	693-4100
Cincinnati	OH	CS	513	771-0592
Cleveland	OH	CS	216	623-0007
Columbus	OH	CS	614	792-0669
Dallas	TX	CS	214	720-9183
Dayton	OH	CS	513	224-4576
Denver	CO	CS	303	595-0123
Detroit	MI	CS	313	535-1466
Fairfax	VA	CS	703	591-0461
Ft. Worth	TX	CS	817	685-2737
Grand Rapids	MI	CS	616	956-0075
Greenville	SC	CS	803	232-5328
Hartford	CT	CS	203	727-8708
Honolulu	HI	CS	808	528-0430

Houston	TX	CS	713	460-2705
Indianapolis	IN	CS	317	638-8129
Jacksonville	FL	CS	904	730-0046
Kansas City	MO	CS	816	221-3817
Los Angeles	CA	CS	213	624-3730
Macon	GA	CS	912	922-2179 (5/23)
Miami	FL	CS	305	262-9325
Minneapolis	MN	CS	612	339-1805
New York	NY	CS	212	766-2080
Newport Beach	CA	CS	714	252-1131
Norfolk	VA	CS	804	461-5354 (5/21)
Orlando	FL	CS	407	896-6122
Philadelphia	PA	CS	215	563-3586
Phoenix	AZ	CS	602	468-0285
Pittsburgh	PA	CS	412	471-6417
Portland	OR	CS	503	238-6729
Rochelle Park	NJ	CS	201	368-0912
Saginaw	MI	CS	517	753-5100
Salt Lake City	UT	CS	801	521-9777
San Diego	CA	CS	619	467-9508
San Francisco	CA	CS	415	434-1580
Santa Clara	CA	CS	408	727-8113
Savannah	GA	CS	912	353-8559 (5/21)
Seattle	WA	CS	206	242-9992
St. Louis	MO	CS	314	421-5651
Stamford	CT	CS	203	324-1115
Tampa	FL	CS	813	229-3200
Toledo	OH	CS	419	242-5706
Troy	MI	CS	313	244-8740
Tucson	AZ	CS	602	571-0207
Tulsa	OK	CS	918	621-1036

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Z*NET SOFTWARE SHELF

by Ron Berinstein

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**** CodeHead Quarters BBS, 1610 Vine Street, Hollywood, CA 90028 ****

The following is the truth and nothing but the truth, though certain filenames have been changed in order to protect the innocent. The country is the U.S.A. The date is now. The subject is those that are willing to risk your hard drive's life and the life of your files and their loved ones.

Tony became irate. It seems that his computer's mouse pointer went to the left when he moved it to the right, and to the right when he moved it to the left. The diagnosis: A computer virus. No, his computer didn't start to cough, though Tony may have begun to. What happened was that some "hacker" wrote a program capable of replicating itself. As events unfolded it became clear that all of Tony's floppy disks had become infected, as all of his floppies were regularly inserted into his computer. In Tony's case the damage was minimal, in other cases, entire databases can be wiped out.

The sentence for virus writing and subsequent tampering with someone else's computer system can no doubt be serious jail time. How can you protect yourself from this either annoying or potentially devastating situation? You can do so by regularly checking the boot sector of your disks and your drive for irregularities. Any disk you obtain should be checked. Spiteful employees have been known to infect commercial software disks as well. Disks that have been traded, and those that you just acquired should all be checked. One note though, certain disks, particularly game program disks, require "executable boot sectors." As such, those should not be "killed."

For protection against virus infection download George Woodside's VKILLR.LZH. The newest version is 3.84 and has many new features. This program is perfect for checking floppy disks, and Mr. Woodside, the author, has long been recognized as a pioneer and expert in the detection of ST viruses. Also, HOSPITAL.LZH is a very complete set of European designed virus detectors.

And now for our regularly scheduled list of currently available files that deserve your attention.

Under the Heading of: "New and Improved!"

B_BUX_14.ARC is the current version of Big Bux. New features include, stock options analysis, growth rate, etc. By the way, I can give you my analysis of stock options... They are ONLY for those prepared to loose their investments! For the authors, you'll just have to download the program. <smile>

OCULT1_8.ARC is the newest version of the hard drive security program. Hmmm.. some might wonder if it might work for Prodigy users.. <smile>

TACCAT2F.ARC is the current "TAC-CAT Librarian/Orderer." If you maintain a group disk catalog, this may be for you. Create, maintain, and print your lists. Your group members can use the "Orderer" program to order the disks they choose.

TN_PCALC.LZH is version 1.25 of the "programmer's calculator." It fixes prior bugs, provides TT support and will run in Low Res. This, plus it gives C programmers an extra function to make them happy.

STWEL40.ARC represents a close of an era. As I recall, ST Writer almost existed before STs did! This is the latest, but also the LAST upgrade. As promised by the author it includes TT support. It has fully configurable format settings, tab choice capability, screen color options, and three ST, as well as three TT resolutions. STWERSP.ARC provides German and Spanish versions of the program. Download STWELDOC.ARC for the "docs."

CLASS_30.ARC will yield the best yet version of Class, ideal for teachers who would like to chart student data.

TOOLS1.ARC is version 1.1 of ST Tools, fashioned after PC Tools. Directory trees, Hex dumping of files, sectors and memory, FAT listing, improved scrolling, and file search routines.

NAARJEK2.ARC is the answer to all of you that played version number one, and felt it was too easy. Good Luck! <smile>

RESAMP2.LZH is Resample, a program designed to convert digitalized sound files to the sample rates supported by the STE and TT computers. It will also save converted files back to disk and play them, i.e. if you have a computer with DMA sound.

DMJGIF20.LZH improves upon it's first edition. All bugs are now fixed. (Hmm, you'll have to be the judge of that!) Full Ste support, high dithering, the ability to save work in SPC or SPU formats, and it will handle interlaced, or non-interlaced pictures. Plus, it gives ST folks the chance to see STe pics! Editors Note: It can take up to 20 minutes to covert a GIF graphic, so beware!!

RT_MOVE2.ARC is Alex Hamilton's new project. This is for TOS 1.4 operators only, and it fixes the previous difficulty found with HOTSAVER installed.

Under the Heading: "DEMONstrative!"

TT_WARS1.LZH (353k) and DAT1.DAT (625k) provide together what is the latest in TT demos. It is both animation and sound featuring digitized pictures from Star Wars. Ste's can hear the sound but will not be able to display the digitalized pictures.. And, actually if you consider download time, maybe renting the video might be a better idea! <smile>

ST_HDCB.ARC is a small program that allows you to turn on your ST and your hard drive at the same time. This is possible because of the delay that the programs orders up for the computer while the Hard drive is warming up.

Two sources for finding directory "sort" programs include:

DIR.LZH which can search a path or a partition and sort the data with any of several criteria as it's objective.

SORTIE.LZH Sortie v. 1.0 will sort any directory as well. It will do so either in unattended "batch" mode, or in "manual" mode making use of a file selector.

CNVERT.ARC is a utility for changing text files to delimited files which then can be imported into several popular databases.

OKI400.LZH provides a printer driver for Wordwriter fans choosing an HP11 laser as their printer solution.

BENCH.LZH is a beta version of a new benchmark program for the ST/STe/TT. The author needs your input. Now here is your chance to be a "Beta Tester." You'll find the file on CompuServe.

SERIALNO.PRG was written by John Eidsvoog so that folks can see quickly the serial numbers of their floppies. This might be particularly useful if you were victimized recently by a fast disk copier that was fast, but was also VERY complete... it copied the same serial number to every disk! <moan>

Attention owners of early TT and Mega STe models!

SERPTCH2.LZH weighs in at only 3.5k but it fixes some of the problems with the serial port! If you have TT TOS (up to 3.05), or STe TOS (up to 2.05), download this file.

The above files were compiled by Ron Berinstein co-sysop CodeHead
Quarters BBS (213) 461-2095 from files that were either directly
uploaded to CodeHead Quarters BBS, or downloaded from GENie, Compuserve,
and Delphi online services.

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REVIEWLETS FROM ATARIUSER MAGAZINE

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The following "Reviewlets" are reprinted from the May, 1991 Issue of
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monthly and covers the entire line of Atari computing products. For a
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GramSlam for Better Writing (ST, TT)

GramSlam is a Grammar and Style Checker by Phil Comeau Software. The
new GramSlam Version 3.01 checks for over 1200 common grammar and
writing-style problems. As the manual states, GramSlam "...examines
documents for wordy phrases, common grammatical errors, and misused
words. Each suspect word or phrase is displayed in the context in which
it appears, along with a description of the problem and a suggestion of
how you might correct it." GramSlam has a built-in problem phrase
editor and also gives you writing style and readability statistics. It
can be run as a desk accessory or from the desktop. Although GramSlam
works with any word processor documents, it delivers most accurate
results (word count, etc.) if checking an ASCII text file with no
imbedded control codes.

GramSlam also offers different reporting levels. For example, Level 4
adds checking for archaic words, while level 3 checks for contractions
and Double Negatives. You'd want to omit contractions when you're
writing a formal document.

Unlike more sophisticated (and expensive!) grammar checkers available on
other platforms, GramSlam doesn't check your context to see if your word
usage is already correct. It locates typical trouble words and phrases,
like "their", or "it's", or a preposition ending a sentence, and reports
that there is a potential for a usage problem. You have to decide,
although the program supplies examples of correct alternative usages.
If you figure you don't need help on the matter reported, you can select
"Don't report this problem again", but then you risk missing a later
actual error.

I find that GramSlam is a little more picky than I am... but then, why
else use it? But then again, I tend to write a little casually, so this
program is a must for me. I suggest that students buy it for use in
writing term papers. Also, budding authors might find GramSlam might
make the difference between getting an article accepted or being
rejected. \$39.95 from Phil Comeau Software, 43 Rueter St. Nepean,

Hard Drivin' II - Drive Harder (ST)

In many ways, Hard Drivin' II is not so much a sequel as a remake. Although the original Hard Drivin' lived up to the arcade version in almost every way possible, some were disappointed that it didn't offer more. Once you mastered the one track, the game lost much of its appeal. Fortunately, Hard Drivin' II addresses most of the shortcomings of the original by offering four new, generally more difficult tracks at three difficulty levels, as well as a track editor and the ability to link machines together to allow head-to-head racing.

Using the built-in editor, you can create your own tracks or customize any of the original four tracks. One nice thing about the track editor is that you can make the original tracks a little easier to handle if they are too tough for you.

You can use either the joystick or the mouse. But although the manual claims an improvement with controller handling from the original, I found the mouse was the only way to go. With the joystick, the car was just way too easy to oversteer, and I would recommend it only for the very best drivers.

When I tried the game using the 16mHz accelerator in my 520STFM, it came up just fine, and with a much faster screen refresh rate. Unfortunately, the joystick handling was twice as sensitive, so my warning about the joystick goes double. If you use the mouse, however, the game is very controllable at 16mhz, and in fact offers a whole new dimension in play, because although the game is happening so much faster, the timer still clicks off at the correct speed, which means it's very easy to reach your checkpoints.

I also had a chance to try the game on a TT030, and although it did work, it was so unbelievably fast that there was just no way I could control it. I can't wait for a game like this designed with the TT030 in mind.

Hard Drivin' II will be enjoyed by anyone who likes driving games. If driving games aren't your cup of tea, I recommend you take a look anyway, because Hard Drivin' II may make you change your mind. \$49.95, from Domark (Import) - Michael Alfred

Blockout - A Tetris Buster (ST, Lynx)

Tetris inspired an entire genre of games, and Blockout provides pleasing new twists to what is by now a familiar theme. In contrast to the flat, two-dimensional side view of falling game parts in Tetris, Blockout presents the player with a three dimensional view of a pit 10 spaces wide by 10 spaces tall, by about 18 spaces deep, as viewed by the top. Instead of filling a horizontal row of 10 blocks, you have to fill an entire level of 100 blocks in order to clear it! Fortunately, you have that much extra room to place blocks. Unfortunately, that also makes it just all that much harder to plan how you arrange the blocks.

Blockout allows you to rotate the pieces in all three dimensions, and this is where the game really gets interesting. Nearly every piece can fill a hole somewhere, as long as you can figure it out before the piece

reaches the bottom.

Despite similarities, Blockout ultimately stands out as being a significantly different game than Tetris in many ways. The differences in perspective and how you rotate the blocks dramatically increase the strategic considerations of the game.

Graphically, the game is not stunning. Most of the screen is taken up by the three-dimensional block pit. The blocks themselves are three-dimensional wireframe outlines as they fall, changing into solid-colored blocks as they reach the bottom of the pit. The game features music while you play, tends to get annoying in long playing sessions. However, graphics and music aren't what this game is all about, so none of this should bother anybody too much. This game is about playability, and it's got that!

By the time you read this, a version of Blockout for the Atari Lynx handheld color video game system should have appeared. But regardless of which system you have, I strongly recommend you check out Blockout. From California Dreams (by LDW) - Michael Alfred

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